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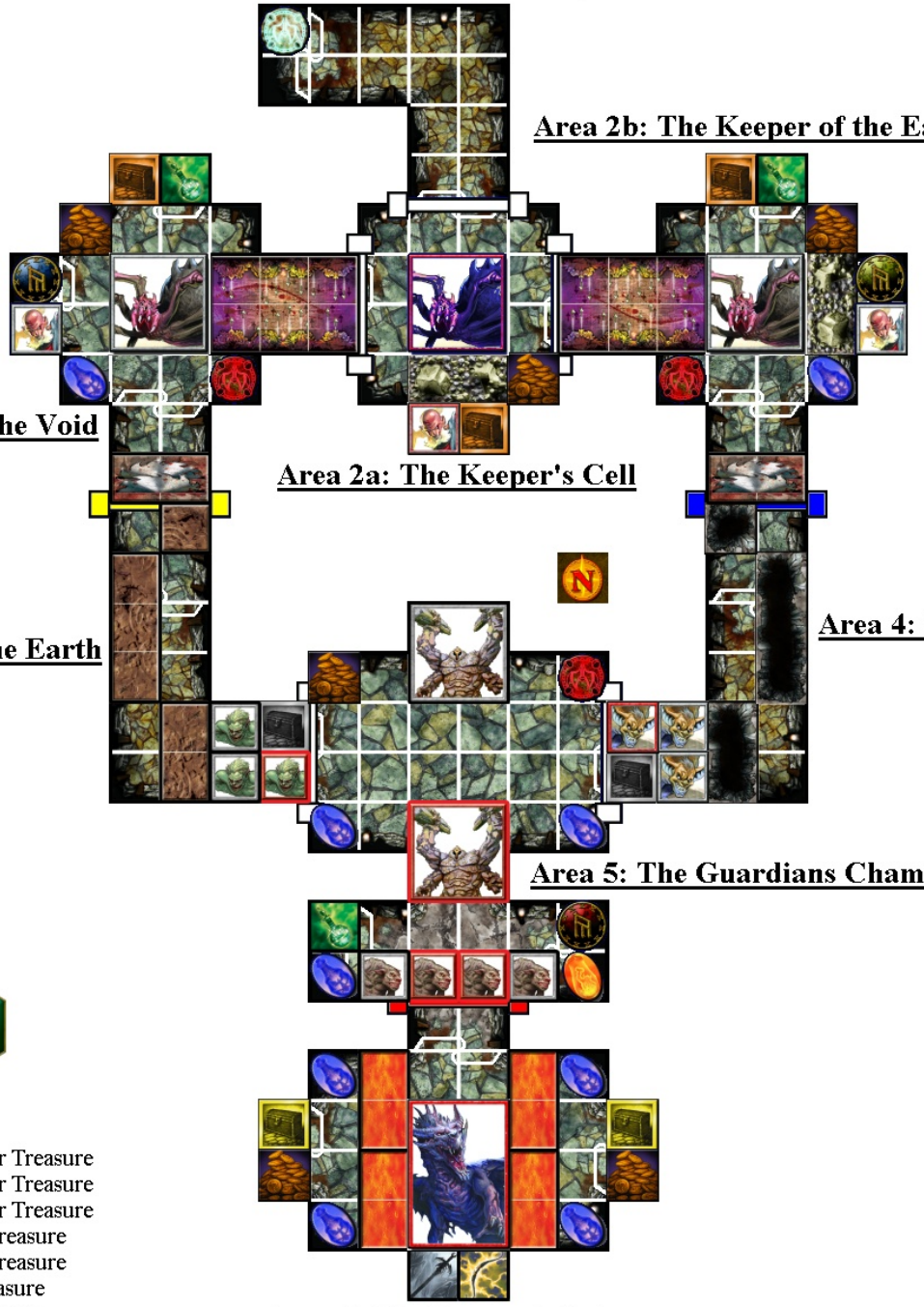
Area A: The entrance to the Dragon's Prison



Area 2b: The Keeper of the Earth

Area 2c: The Keeper of the Void

Area 2a: The Keeper's Cell

Area 3: The way of the Earth

Area 4: The way of the Void

Area 5: The Guardians Chambers

Area 6: The Dragon's Prison

Treachery:

Chest Legend
Copper 1: 2 Conquest Tokens, 1 Curse Token, 1 Copper Treasure
Copper 2: 2 Conquest Tokens, 1 Curse Token, 1 Copper Treasure
Copper 3: 2 Conquest Tokens, 1 Curse Token, 1 Copper Treasure
Silver 1: 3 Conquest Tokens, 2 Curse Token, 1 Silver Treasure
Silver 2: 3 Conquest Tokens, 2 Curse Token, 1 Silver Treasure
Gold1: 4 Conquest Tokens, 3 Curse Token, 1 Gold Treasure
Gold2: 4 Conquest Tokens, 3 Curse Token, 1 Gold Treasure

Dragon Rites I: A matter of Life and Death...

By G Kizilis

Scenario Background

You were travelling to a nearby village when you were ambushed by a group of beastmen. Although the attackers did not pose a serious threat, they seemed to be carrying blow-dart poisoned weapons something highly unusual for this type of foe. When the attack was over you discover that all of you without exception, were hit by these poisoned darts. The curious thing is that the beastmen seemed to be more interested in making sure all the party members were poisoned as opposed to killing and looting your party, as it's their normal way of fighting. Even more curious is the fact that as soon as the beastmen accomplished their goal on getting all the party members stung with their poisoned darts, they simply vanished without a trace. Tracking them proved to be a waste of time, as it became evident that their escape route was planed in advance and with meticulous precision. This style of attack is highly unusual behaviour for these creatures that normally display trends of an opportunistic nature.

The attack left your companions with a very interesting problem: the poison is not a normal one. Normal Health poisons seem to have no success in removing it. To make matters worse, the poison's effects seem to be two-fold: first, it seems to make the victim more aggressive and short-tempered, hence increasing their normal capabilities and physical prowess. But as the victim gains confidence in his/her new found strength and vigour, soon the real purpose of the poison becomes evident: it damages the person's constitution, making him/her more susceptible to disease and injury.

Faced with this terrible affliction, you visit a nearby city's elder sage to consult on a possible cure. The village's sage Mirran however is at a loss: "I haven t seen anything like this since the dark times!" he mumbles. "I am sorry my friend, but I cannot help you" he finally utters in despair. "You must seek the head of my order. He is both great in years and wisdom. He should be able to help you".

Loosing no time at all, you head for the nearby tower of the famous sage Draxaan, head of the Order of Monsol.

"Welcome adventurers. I have been expecting you!"

The sage's welcome is both enigmatic and discomforting, but then again there is great deal from the world of sages you do not comprehend. "Do not be troubled; Mirran has already sent word to me of your troubles. So, Let us see this poison shall we?"

After a brief examination and consultation of tomes that look as ancient as the world itself, the Head sage's face assumes a grim expression: "...and you say beastmen were carrying this poison? Hmmm... This is unsettling..." The sage goes on: "This poison is old by my own reckoning...Very old! I have not seen it being used for aeons and even in its time was rarely used! The reason no health potion can treat it, is because of two main facts: Firstly is as much of a poison as it is a disease. Secondly, it was made with the help of the most ancient creatures in the world: the ancient brood of the dragon-lords, so it is very resilient and pure in its current form. It takes a minute amount to infect anybody and it is as a volatile of a substance as it is a deadly one. It also requires great care in preparing it as well as using it. The beastmen party that attacked you are most probably infected also and dying as we speak. But the effects of the poison will be different for those lesser races. The poison I speak of, the one that is coursing through your veins now, is none other than the Ancient Affliction of the Dragon Bloodlust. Because it was made by dragon's blood, in order to fashion an antidote, one has to obtain the blood of a dragon and reverse the effects. But due to the longer lifespan of a dragon, the poison works very slowly, corrupting the victim gradually. Eventually, the victim will become nothing but a dragon-banshee, bound to the will of the Tainted One, the black dragon Maxdremarr, lord of the brood, grant traitor, destroyer of worlds. These banshees are not bound by any restrictions thus are able to walk into any dragon prison and quiet capable of freeing the Dragon Lords! If nothing is done to stop them, we could have a new Dark Age upon us!"

A dark cloud hangs around the room as silence settles in.

The sage finally resumes. "This is what troubles me. If anybody wanted to kill someone by poison, there are poisons that are far faster in effect, cheaper to construct and easier to administer. This is no ordinary token of feud. Oh no! I sense this goes far deeper than any of us know. Normally, I would not trouble myself with petty tasks such as curing whelps and foolish adventurers from ailments they should not have had in the first place.

But this is different! I think that someone has rekindled the ancient dragon rites, and is seeking to release the Dragon Lords from their eternal prisons! WE CANNOT ALLOW THAT TO HAPPEN!"

The voice of the sage grows grim and stern now. In your eyes, he seems to have grown in size and power.

"I will help you, although I fear that our hopes may come to no avail."

The sage has now shrunk back to the figure of the old man that was before. "You alone must enter the prison of the last elder dragon Unthelas and obtain his blood. If you can get the blood in time, I can use the blood to reverse the effects of the poison, and prevent this treachery from happening. Unfortunately, I cannot come with you on this journey, as I am bound by the Ancient Pledge we all took at the end of the Age of the Betrayal: 'No mortal of this era may enter a dragon's prison while its captive still draws breath and its fire burns within him'. The entrances to these prisons are guarded by the head Sages of all orders. I, myself, stand firm guardian of the prison of the dragon Unthelas. What I am about to do, I do solely for preserving all that was built and the memory of all those who were lost during and after the dragon's betrayal. Take whatever provisions you can from the town and meet me when you are ready. I will open the gate for you to the prison. Also, when you reach the guardian's chambers, will need the command the guardian to let you through. That command is "SULLIK". Remember it, as it is vital. You will not be able to access the dragon's prison otherwise.

Good luck mortals. The fate of this world rests now on your shoulders."

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Mission Goals

With the ancient poison courcing through your veins, you have but one option:

Enter the dragon's prison and obtain his blood so that the Head Sage Draxaan can reverse its effects, preventing you from turning into the dreaded dragon-banshees.

Important:
The heroes start play as normal with a pool of 7 conquest counters, selecting their character and skills as described in the manual. In addition, the OL must give a token (choose an appropriate one from the box) to one of the heroes. This is the container for the dragon's blood. The container is subject to normal item rules and counts towards the item limit on the back pack.

The OL player starts with the following: 3 Overlord cards, 4 Event treachery, 4 trap treachery and 4 Monster treachery.

No town hero training is allowed in this quest! The heroes are in a dire hurry to obtain the dragons blood and have no time for school!

The dragon poison is coursing through the hero's veins. At the beginning of the OL's turn, the player that controls the OL may choose to forfeit his/her turn in order to activate the Dragon Poison. The OL may do nothing else in that turn, apart from activating creatures. If the OL chooses to do so, for every 5 threat tokens he can activate the Dragon Poison on a hero. The OL then rolls two power dice. If the results are both surges, then the poison takes effect. The hero receives a Training Token to the maximum of 4. Please be aware that the max power die for a skill can only be 5, therefore no skill can be increased to more than 5. The hero chooses the type of the training gift he receives. For every one of these training counters added to a hero, he/she receives -1 Armour value for the total max armour value of -4. Heroes with the negative armour value in this case are considered more susceptible to damage so they take additional damage from every attack that involves armour checks. Attacks that bypass armour do not receive the penalty from the reduced armour (as they do not receive its bonuses either). (I.e. an attack that inflicts 5 dmg on a hero that has a -2 Armour penalty will result in a total of 7 wounds inflicted.)

If a hero receives a 5th dragon poison activation, time has run out and the poison has run its course! He is therefore immediately transformed to the dreaded dragon banshee! Replace the hero's model with a white dragon figure. The figure however must be spawned on top of legal dungeon tiles, as close to the heroes as possible and as far from the dungeon entrance as possible. The figure may not appear on unrelieved dungeon areas and ignores LoS spawning rules. The hero is now controlled by the OL, inherits the attack dice and movement of a dragon but retains the wound values/ fatigue and speed of the original hero.

The banshee immediately activates and attacks the heroes. If the banshee escapes from the dungeon, the heroes automatically loose 3 conquest counters. In order for the banshee to escape the figure has to move to the beginning of the dungeon, where the heroes first entered. Any remaining monsters will attack the banshee on sight if possible or move to block its path, ignoring all remaining heroes. After all, they are all bound by the fate of preventing any dragons escape from the prison.

If the banshee is killed or escapes, then the afflicted hero returns to his original form, loosing all the training counters and any other afflictions he/she had before. Replace the dragon figure with the hero's figure and resume the game.

The OL may choose NOT to reveal the following information to the players from the start: Once a hero is cured from the Dragon Poison affliction he/she may NOT use any glyphs to return to the town, as the glyphs do not allow any non-dragon creature to enter or leave the prison.

Heroes will ONLY be released from the dragon poison under any of the following conditions:
- Resolve the quest
- Are turned into Dragon Banshees and manage to escape the dungeon
- Are turned into Dragon Banshees and killed

If the number of dragon banshees that escape the dungeon is equal or more than half the number of players, then the heroes automatically loose the game.

Master creatures: In this adventure all MASTER creatures award 1 conquest token and 100 gold to the player that deals the killing blow to them.

Area A: The entrance to the Dragon's Prison

Having prepared yourselves for the uncertain journey ahead, you enter the prison few mortals knows it even exists: The Prison of the Dragon Lord Unthelas. The corridors here are unsually clean and straight, as if there were not curved by a dwarf's hammer but by pure magic force unlike anything you have ever seen. If this is a prison, it is a very well crafted prison.

Area 2a: The Keeper's Cell

According to the information obtained by the Head Sage Draxaan, the Prison is split into three distinct parts: The Keepers Cells, The Guardians Chambers and finally the Dragons Prison.

The Keeper's Chambers were built to provide a first line of defence to any mortals that were foolish or brave enough to locate and enter the dragon's prison. To achieve that, they sought the help of the ancient guardian spiders of the Dark Forests. But the cost for the spider's assistance was high: each sage had to offer his first born child as a sacrifice to the Spider God. Knowing that the consequences of the dragons being released on the world again would be grave, the elder sages agreed to the spider's request. However the spiders deceived them; instead of offering assistance to the sages, the summoning ritual turned the sage's children into the avatars of the Spider God. The sages realising the spider's deceit, cursed the spiders never to be able to speak with any other creature but themselves and each spider brood-mother to be devoured by her children the moment her eggs hatch.

Dreadful as the curse might have been for the spider kingdom, nothing could save the sages and their children. Unable to part with their kin, the sages chose to imprison themselves with their children than abandoning them. So hence forth, each prison's first rooms became known as the Keepers Cells, where the old sages and their children stand as the eternal guardians of the dragon prisoners...

The first chamber was always inhabited by the most powerful of the three sages and his child.

Important:
The sorcerer and spiders in this room have the Undying ability. Due to their eternal bond, any damage inflicted to the spider or the sorcerer keeper is shared between the two, i.e. if a spider suffers 4 wounds (after armour is subtracted) it will only receive 2 wounds and its sorcerer keeper will receive the other 2. If the sorcerer keeper or the spider dies and it's not brought back by the Undying ability, the

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surviving spiders/sorcerer receives wounds as normal.

Only spiders can be spawned in this area as random encounter monsters. If any spiders are spawned in addition to the spider in the room, the OL must roll a power die as soon as he/she activates that extra spider. On a result of anything but a blank, that spider is overcome by the spider curse; it must attack the original spider in the room before doing anything else.

Area 2b: The Keeper of the Earth

This chamber is inhabited by the sage of the Order of the Earth. Not as powerful as the head of the keepers, this keeper's aspect is that of the mother earth and the circle of life....

Because the keeper could not trust himself to keep his sanity during his aeons of imprisonment, he trusted the key for his domain beyond to his brother, the keeper of the Void.

Important:
The sorcerer and spiders in this room have the Undying ability. Due to their eternal bond, any damage inflicted to the spider or the sorcerer keeper is shared between the two, i.e. if a spider suffers 4 wounds (after armour is subtracted) it will only receive 2 wounds and its sorcerer keeper will receive the other 2. If the sorcerer keeper or the spider dies and it's not brought back by the Undying ability, the surviving spiders/sorcerer receives wounds as normal.

Only spiders can be spawned in this area as random encounter monsters. If any spiders are spawned in addition to the spider in the room, the OL must roll a power die as soon as he/she activates that extra spider. On a result of anything but a blank, that spider is overcome by the spider curse; it must attack the original spider in the room before doing anything else.

Area 2c: The Keeper of the Void

This chamber is inhabited by the sage of the Order of the Void. Not as powerful as the head of the keepers, this keeper's aspect is that of the void and the infinite universe....

Because the keeper could not trust himself to keep his sanity during his aeons of imprisonment, he trusted the key for his domain beyond to his brother, the keeper of the Earth.

Important:
The sorcerer and spiders in this room have the Undying ability. Due to their eternal bond, any damage inflicted to the spider or the sorcerer keeper is shared between the two, i.e. if a spider suffers 4 wounds (after armour is subtracted) it will only receive 2 wounds and its sorcerer keeper will receive the other 2. If the sorcerer keeper or the spider dies and it's not brought back by the Undying ability, the surviving spiders/sorcerer receives wounds as normal.

Only spiders can be spawned in this area as random encounter monsters. If any spiders are spawned in addition to the spider in the room, the OL must roll a power die as soon as he/she activates that extra spider. On a result of anything but a blank, that spider is overcome by the spider curse; it must attack the original spider in the room before doing anything else.

Area 3: The way of the Earth

This is one of the two corridors leading to the second part of the prison. The Keeper of Earth was tasked with devising its defences. The corridor has a heavy, earthly smell. In parts, the stone floor gives way to soil that seems to be "alive" with primeval magical energy.

Movement on this corridor seems to require double the effort.

Important: Movement on this corridor requires 2 moment points per normal square for ANY figure.

Combat is unaffected.

(Do not reveal the following to the players):
Only Ferrox creatures may be spawned in this area. Any OL card that spawns creatures, it spawns Ferrox creatures instead.

Area 4: The way of the Void

This is one of the two corridors leading to the second part of the prison. The Keeper of the Void was tasked with devising its defences. The corridor is devoid of any sound. In parts, the stone floor gives way to pits that seem to be shallow even the faintest of lights or sounds.

Sight seems to be limited to a few steps ahead...

Important: Line-of-sight (LOS) is limited to within 4 squares from ANY figure.

(Do not reveal the following to the players):
Only razorwing creatures may be spawned in this area.

Area 5: The Guardians Chambers

At last, The Guardian's Chamber, the room that contains the ultimate keeper of the Dragon Lord.

Across the vast room, you can see two golems facing each other; one against the wall and one blocking the entrance to the dragon's holding cell.

The two golems stand motionless facing each other.

The air in the room itself is still and heavy as if it is made of stone.

Behind the second, larger golem, a pack of kobolds seem to be frozen in time like statues, a terrible grin sealed on their faces....

Important: No creatures can be activated in this room until any of the heroes approach the guardian golem (the master golem)
Important: No monsters other than kobolds can be spawned in this area. Any cards played by the OL player that spawns creatures, spawns a group of kobolts instead. The OL may only spawn more kobolts if the heroes use the command "SULLIK".

Killing the Master golem awards 100 gold and 3 conquest tokens to the player that deals the killing blow.

When the players approach the master golem, the golem comes to life... Read the following text to the players:

"Grrrrm, drrrm....Who dares disturb the Keepers?"

((The golem looks the heroes))

"Mortals? What are mortals doing in the dragon's prison? No matter. You are granted one command. Speak the command mortals or face your own destruction"

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Read this if the players say the word to them given by the Head Sage:

((The heroes spell out the word given to them by the head sage: SULLIK))

The golems eyes suddenly now begin glowing brightly with some unknown internal fire:

"As you wish mortals..."

Behind you, a second rumbling deep and terrible echoes throughout the room. The second guardian has awakened&

Both golems come to life, activate and attack the players immediatelly. The pack of kobolts also comes to life and can be activated as normal later on.

The OL may now spawn additional encounters.

Read this if the players figured out what the word means and replaced it with their own:

((The heroes spell out the word they can use to command the golem to step aside. The password has to be in reverse much like the password given to them by the head sage: SULLIK. Anything is possible, i.e letuspass which becomes ssapsutel))

The golem's eyes now glow dimly.

"As you wish mortals...I shall stand guard here until your task is done..."

Both golems come to life, activate and stand on either side of the entrance.

The pack of kobolts also comes to life and moves to the side of corridor, freeing the way onwards. Move the two of the kobolts 1 square to the left and the other two 1 square to the right so that the corridor ahead is free.

Area 6: The Dragon's Prison

Considering its size, the heavy runed door opens wide with a minute effort .

In front of you stands the permanent resident of this prison: the Dragon Lord Unthelas.

A heavy smell of sulphur fills the air. You come to realise that the room itself must be sitting on top of a magma river, as part of the floor has long since disappeared beneath the two lava flowing steams that seem to be running through on either side of the prisoner and disappear beneath the wall opposite&

Behind the sleeping dragon, fixed on a crevice on the wall are two relic weapons, probably the only remnants of the dragons mighty treasure horde.

The dragon wakes up and studies the heroes...

Important: No other monsters can be spawned in this room while the dragon is alive.

The dragon in this room is none other than the dragon lord Unthelas. He is the same as a normal dragon with the addition of 4 extra wounds. He awards 3 conquest tokens and 100 gold to the player that deals the killing blow.

Read this text to the players when they first enter the dragon's keep.

"Welcome mortals. I have felt your presence ever since you set foot in my prison, yet your motives for coming here are still unclear to m..."

The dragon stops abruptly and sniffs the air&

"This is...most interesting. You are carrying something within you....In your veins...I can smell it...Something of my kin...No! This cannot be! FOOLISH MORTALS! YOU DO NOT UNDERSTAND WHAT YOU HAVE DONE!

The dragon now stands tall, wings spread: "LEAVE THIS PLACE AT ONCE! BEFORE IT'S TOO LATE! I&WILL NOT BE ABLE TO CONTROL MYSELF MUCH LONGER. WHAT YOU HAVE IN YOUR VEINS...IS FORCING ME TO ATTACK YOU! YOU ARE CARRYING A DRAGON POISON!"

Before the heroes can explain anything, the dragon now activates and attacks the them.

The following happens when the players defeat the dragon.

With the last mighty blow, Unthelas falls to the ground. The fire that once burned inside him falters briefly and is forever extinguished.

At the same moment, the poison the heroes felt coursing through their veins seems to leave their bodies. A sense of balance and calm seems to return in their hearts.

An uneasy silence hangs in the room...A slow sarcastic clap suddenly breaks that silence.

The heroes turn around to face the head sage Draxaan. The sage is resting near the door to the room, an evil smile on his face.

"You fared better than I thought...! Better than I hoped! You probably wonder what is happening. Well let's just say that I am also a member of ANOTHER order. Since you are not going to live long to trouble me further, I can confide in you: It's the order of Maxdremarr, lord of all Dragon lords."

"Unfortunately for me, I could only gain access to Maxdremarr's prison is if I could obtain the blood of another dragon lord. You can imagine my frustration all these years to be guarding the very thing I desire, without being able to grasp it. Yes! The Pledge I told you about was true! I was tasked to guard the prison, but was barred from ever entering! No man from my era can enter a dragon lord's prison! That s where you came in: I heard the tales of your deeds, particularly the one where you stopped the sage Abdul Nar-Hajaret. It was I that infected you with the poison. Of course the poison would not have killed you; well, not completely anyways! It was merely a nice incentive for our little overgrown lizard here to attack you, thus ensuring that his blood was spilt...and it has! I will take that phial now!"

With one quick movement of the hand the phial flies off the hand of the hero that is holding it and ends up in the hands of the master sage.

"Now I must leave you. But before I go there is someone that

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would like to say... 'Hello' "

With that, the sage raises the fallen dragon as an undead shadow of his former self and disappears.

Important: The newly created dragon is a normal (non-master dragon) with the Undying ability
Important: New objective for the heroes: They must escape the dungeon before the gates to the prison close forever. The OL rolls all power dice and adds any non-blank results: the result is the number of turns the players have to escape the dungeon before the gates colapse.

If they fail to reach the exit glyph, the heroes loose the game.

The heroes can win the quest if at least one hero escapes the dungeon before all gates to the outside world shut forever. If a hero dies at this stage, he is transported to town and may not travel back to the dungeon.

All spawn restrictions are now lifted. All monster figures left on the board can now engage the heroes.

The following text is read to the heroes if they manage to escape:

Although you have saved yourselves from the poisoning and the treacherous dragon prison, the motives behind the sage's deceit are still unclear. You are now faced with the task of tracking the sage down and put an end to the evil plans of his and the order he is a part of.

END of Part I

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